FANTASY FLIGHT GAMES

STAR WARS

ROLEPLAYING GAME

THE UNOFFICIAL SPECIES MENAGERIE

REVISED AND EXPANDED

For use with the Edge of the Empire and Age of Rebellion Star Wars Roleplaying Game

FM

Fan Made

CREDITS

LEAD AUTHORS

Jonathan "Donovan Morningfire" Stevens
and Ben "Cyril" Erickson

CONTRIBUTING AUTHORS

"Gallandro", "Profgoldfinch", and "AFrede" courtesy of the Fantasy Flight Games' Edge of the Empire Beta Forum, "Mouthymerc" and Audun "Jegergryte" Løvlie

GRAPHIC DESIGN

Inspired by and based on the work of EDGE Studio, David Ardilla, and Chris Beck,
adjusted by Audun "Jegergryte" Løvlie

LAYOUT

Put together by Audun "Jegergryte" Løvlie

ADDITIONAL CREDIT

Aazlain for his Edge of the Empire symbol font.

EDITING AND PROOFREADING

Jonathan "Donovan Morningfire" Stevens, Ben "Cyril" Erickson and Linda "Zrissa" Whitson

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INTERIOR ART

echostain.deviantart.com: Cathar
elearia.deviantart.com: Zabrak

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Kalman Andrasofszky: Defel
Arnie Jorgensen: Dashade
Raven Mimura: Arcona, Arkanian
William O'Connor: Barabel, Bith, Cerean, Chiss, Dug, Gamorreans, Givin, Jawa, Klatooinian, Nautolan, Noghri, Quarren, Shistavanen, Whiphid
Brian Rood: Falleen
Joe Corroney: Nagai, Zeltron
Harvey Tolibao: Arkanian Offshoot
Chris Trevans: Aqualish, Besalisk, Caamasi, Chadra-Fan, Chevin, Clawdite, Dresselian, Gotal, Kubaz, Neimodian, Nikto, Ortolan, Ryn, Sullustan, Togruta, Weequay
Sam Wood: Farghul, Herglic, Sluissi, Squib

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AQUALISH

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 12 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Aqualish begin the game with one free rank in Coercion. They still may not train Coercion above Rank 2 during character creation.
- **Natural Swimmers:** Aqualish receive ■ on all Athletics checks made to swim.

ARCONA

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 12 + Brawn
- Strain Threshold: 9 + Willpower
- Starting XP: 100
- **Natural Weapons:** When an Arcona makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3.

Salt addiction

In many prior Star Wars RPGs, the Arcona were saddled with a mechanic to reflect the species' high chance of becoming addicted to salt. With FFG's Star Wars RPG having a more narrative-based approach, there is no need for separate rules for salt addiction. If a player wants to have their Arcona PC be a salt-addict, then the Addiction Obligation already covers that aspect of a character quite well.

ARKANIAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	1

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Arkanians begin the game with one free rank in Coercion. They still may not train Coercion above Rank 2 during character creation.
- **Intellectual:** Arkanians receive ■ when making Knowledge checks.

ARKANIAN OFFSHOOT

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 9 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 110
- **Special Abilities:** Arkanian Offshoots begin play with one rank in any two career skills. They still may not train those skills above Rank 2 during character creation.
- **Determination:** Arkanian Offshoots may choose to suffer 1 Strain to gain ■ to a single Brawn or Agility based check made during their turn.

BARABEL

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	2	2

- Wound Threshold: 14 + Brawn
- Strain Threshold: 8 + Willpower
- Starting XP: 80
- **Special Abilities:** Barabels begin the game with one free rank in Coercion. They still may not train Coercion above Rank 2 during character creation.
- **Natural Weapons:** When a Barabel makes a Brawl check to deal damage to an opponent, their attacks deal +1 point of damage and has a Crit Rating of 3.
- **Radiation Resistance:** Barabels add ■ to Resilience checks made to resist the effects of radiation.
- **Stun Resistance:** Barabels reduce the Strain damage suffered from Stun attacks by two.

BESALISK

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	2	2

- Wound Threshold: 12 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 90
- **Special Abilities:** Besalisks begin the game with one free rank in Resilience. They still may not train Resilience above Rank 2 during character creation. When making skill checks, Besalisks may remove ■ imposed due to arctic or cold environmental conditions.
- **Extra Limbs:** Besalisks may spend ⟲⟲ on a successful Brawl attack to hit a second target engaged with it, dealing the same damage as dealt to the original target.

BITH

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	2	2

- Wound Threshold: 9 + Brawn
- Strain Threshold: 11 + Willpower
- Starting XP: 100
- **Special Abilities:** Bith begin the game with one free rank in Perception. They still may not train Perception above Rank 2 during character creation. They also start with one rank in the Researcher talent.

CAMAASI

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	3	2

- Wound Threshold: 9 + Brawn
- Strain Threshold: 12 + Willpower
- Starting XP: 90
- **Special Abilities:** Caamasi begin the game with one free rank in either Charm or Negotiation. They still may not train Charm or Negotiation above Rank 2 during character creation. They also start with one rank in the Kill with Kindness talent.
- **Memory Sharing:** Caamasi possess very strong memories as well as the ability to share them with others of their kind. Caamasi receive ■ when rolling any Knowledge skill, as long as they possess at least one rank in that skill.

CATHAR

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Cathars begin the game with one free rank in either Athletics or Stealth. They still may not train Athletics or Stealth above Rank 2 during character creation.
- **Claws:** When a Cathar makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3.

CEREAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Cereans begin the game with one free rank in Perception or Vigilance. They still may not train Perception or Vigilance above Rank 2 during character creation.
- **Binary Minds:** Cereans receive ■ to any Cool or Vigilance checks when rolling to determine initiative at the start of combat.

CHADRA-FAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Chadra-Fan begin the game with one free rank in Mechanics. They still may not train Mechanics above Rank 2 during character creation. They also start with one rank in the Tinkerer talent..
- **Night Vision:** Chadra-Fan may remove ■ imposed by concealment due to darkness.
- **Size:** Chards-Fan have a Silhouette of 0.

CHEVIN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- Wound Threshold: 12 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Chevin begin the game with one free rank in Knowledge (Underworld). They still may not train Knowledge (Underworld) above Rank 2 during character creation.

CLAWDITE

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 90
- **Special Abilities:** Clawdites begin the game with one free rank in Deception. They still may not train Deception above Rank 2 during character creation. They also start with one free rank in the Indistinguishable talent.
- **Change Form:** At the cost of 2 Strain, a Clawdite can choose to upgrade a Deception check to convey a false appearance, which lasts until the Clawdite wills the change to end, or they are knocked unconscious or killed. The Strain spent is not recovered until the Clawdite reverts back to their normal shape.

DASHADE

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	1

- Wound Threshold: 12 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 90
- **Special Abilities:** Dashade begin the game with one free rank in Coercion or Vigilance. They still may not train Coercion or Vigilance above Rank 2 during character creation. They also start with one rank in the Outdoorsman talent.
- **Force Resistance:** Upgrade the difficulty of Discipline checks to affect a Dashade with a Force power or talent by one.

DEFEL

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	3	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Defel begin the game with one free rank in Vigilance. They still may not train Vigilance above Rank 2 during character creation.
- **Light-Sensivity:** See page 392 of Edge of the Empire core rulebook for details.
- **Shadowed:** See page 392 of Edge of the Empire core rulebook for details.
- **Size:** Defel has a Silhouette of 0.

Protective Goggles (New Gear)

Cost/Rarity: 100 credits/3
Effect: These negate the effects of a Defel's Light-Sensitivity trait when worn.

DEVARONIAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 9 + Willpower
- Starting XP: 110
- **Special Abilities:** Devaronians begin the game with one free rank in either Deception or Streetwise. They still may not train Deception or Streetwise above Rank 2 during character creation.
- **Natural Curiosity:** Devaronians receive ❍ on all Perception rolls.

DRESSELLIAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1

- Wound Threshold: 12 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Dressellians begin the game with one free rank in either Ranged (Heavy) or Stealth. They still may not train Ranged (Heavy) or Stealth above Rank 2 during character creation.

DUG

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	1	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 90
- **Special Abilities:** Dugs begin the game with one free rank in Brawl. They still may not train Brawl above Rank 2 during character creation.
- **Omnidexterous:** Dugs add ■ to all Coordination checks and combat checks when attacking with two weapons.
- **Size:** Dugs have a Silhouette of 0.

EWOK

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- Wound Threshold: 9 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Ewoks begin the game with one rank in either Stealth or Survival. They still may not train Stealth or Survival above rank 2 during character creation.
- **Scent:** Ewoks may remove all ■ imposed due to concealment against a target that is within Short Range.
- **Size:** Ewoks have a Silhouette of 0.

FALLEEN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Falleen begin the game with one free rank in Charm or Coercion. They still may not train Charm or Coercion above Rank 2 during character creation.
- **Hold Breath:** Falleen can hold their breath for a number of rounds equal to 10 times their Brawn rating before being at risk of suffocating.
- **Pheromones:** As an action, a Falleen can make a Deception check against a single target within Short Range, opposed by the target's Discipline, with each success dealing 1 Strain to the target. Targets that are immune to or are unaffected by atmospheric hazards are immune to this effect.

FARGHUL

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	2	3

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Farghul begin the game with one free rank in Deception or Skulduggery. They still may not train Deception or Skulduggery above Rank 2 during character creation. They also start with one rank in the Convincing Demeanor talent.

GAMORREAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- Wound Threshold: 12 + Brawn
- Strain Threshold: 8 + Willpower
- Starting XP: 90
- **Special Abilities:** Gamorreans begin the game with one free rank in Melee. They still may not train Melee above Rank 2 during character creation.
- **Savage Warrior:** When making a Brawl or Melee check, Gamorreans add the Vicious 1 quality to their weapon. If the weapon already has the Vicious quality, increase the listed value by 1.

GIVIN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	2	2

- Wound Threshold: 12 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 90
- **Special Abilities:** Givins begin the game with one free rank in Knowledge (Education). They still may not train Knowledge (Education) above Rank 2 during character creation. They also start with one rank in the Researcher talent.
- **Sealed Exoskeleton:** Givens are immune to the effects of vacuum or suffocation.

GOTAL

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Gotals begin the game with one free rank in either Charm or Negotiation. They still may not train Charm or Negotiation above Rank 2 during character creation.
- **Mood Sense:** Gotals receive ■ on all Cool rolls made to resist Social Interaction.
- **Sensory Cones:** Gotals are able to read and interpret electromagnetic signals to help their otherwise poor senses. They do not suffer setback dice from darkness or other poor visibility conditions.

GUNGAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	1

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Gungans begin the game with one rank in Coordination. They may still not train Coordination above rank 2 during character creation.
- **Hold Breath:** Gungans can hold their breath for a number of rounds equal to 10 times their Brawn rating before they risk suffocating.
- **Natural Swimmers:** Gungans never suffer penalties to movement while traveling through water.

HERGLIC

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2

- Wound Threshold: 14 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 90
- **Special Abilities:** Herglics begin the game with one free rank in Charm or Coercion. They still may not train Charm or Coercion above Rank 2 during character creation.

JAWA

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- Wound Threshold: 9 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Jawas begin the game with one free rank in Mechanics. They still may not train Mechanic above Rank 2 during character creation. They also start with one rank in the Utinni! talent.
- **Desert Dweller:** Jawas remove ■ imposed due to arid or hot environmental conditions.
- **Size:** Jawas have a Silhouette of 0.

KLATOOINIAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	3	2	2

- Wound Threshold: 12 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Klatooinians begin the game with one free rank in Knowledge (Underworld). They still may not train Knowledge (Underworld) above Rank 2 during character creation. They also start with one rank in the Durable talent.

KUBAZ

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- Wound Threshold: 9 + Brawn
- Strain Threshold: 11 + Willpower
- Starting XP: 100
- **Special Abilities:** Kubaz begin the game with one free rank in Perception. They still may not train Perception above Rank 2 during character creation. They also start with one free rank in the Street Smarts talent.

LEPI

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	1	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Lepi begin the game with one free rank in Athletics or Perception. They still may not train Athletics or Perception above Rank 2 during character creation.
- **Kick:** When a Lepi makes a Brawl check to deal damage to an opponent, their attack deals +2 damage and has a Crit Rating of 4.

NAGAI

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	2	3

- Wound Threshold: 10 + Brawn
- Strain Threshold: 11 + Willpower
- Starting XP: 100
- **Special Abilities:** Nagai begin the game with one free rank in Charm or Coordination. They still may not train Charm or Coordination above Rank 2 during character creation. They also start with one rank in the Kill with Kindness talent.

NAUTOLAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 12 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Nautolans begin the game with one free rank in Athletics. They still may not train Athletics above Rank 2 during character creation.
- **Amphibious:** Nautolans may breathe underwater without penalty and never suffer movement penalties for traveling through water.
- **Pheromonal Sensor:** Nautalons remove ■ imposed due to concealment, but only when making Perception checks.

NEIMOIDIAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	1	3

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 110
- **Special Abilities:** Neimoidians begin the game with one free rank in Charm or Deception. They still may not train Charm or Deception above Rank 2 during character creation. They also start with one rank in the Plausible Deniability talent.

NIKTO

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- Wound Threshold: 12 + Brawn
- Strain Threshold: 8 + Willpower
- Starting XP: 100
- **Special Abilities:** Nikto begin the game with one free rank in Resilience. They still may not train Resilience above Rank 2 during character creation. They also start with one rank in the Outdoorsman talent.

NOGHRI

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	1

- Wound Threshold: 11 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 90
- **Special Abilities:** Noghri begin the game with one free rank in Brawl. They still may not train Brawl above Rank 2 during character creation. They also start with one rank in the Stalker talent.
- **Scent:** Noghri may remove all ■ imposed due to concealment against targets within Short Range.
- **Claws and Teeth:** When a Noghri makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3.

ORTOLAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Ortolans begin the game with one free rank in Survival. They still may not train Survival above Rank 2 during character creation.
- **Intestinal Fortitude:** Ortolans downgrade the difficulty of Resilience checks made to resist the effects of any poison by one.
- **Keen Senses:** Ortolans receive ■ on Perception checks.
- **Size:** Ortolans have a Silhouette of 0.

PAU'AN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	2	3

- Wound Threshold: 10 + Brawn
- Strain Threshold: 11 + Willpower
- Starting XP: 100
- **Special Abilities:** Pau'ans begin the game with one free rank in either Coercion or Negotiation. They still may not train Coercion or Negotiation above Rank 2 during character creation.

QUARREN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- Wound Threshold: 11 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Quarren begin the game with one free rank in either Deception or Negotiation. They still may not train Deception or Negotiation above Rank 2 during character creation.
- **Amphibious:** Quarren may breathe underwater without penalty and never suffer movement penalties for traveling through water.

RYN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Ryn begin the game with one free rank in Deception or Streetwise. They still may not train Deception or Streetwise above Rank 2 during character creation. They also start with one rank in Know Somebody..
- **Prehensile Tail:** Ryn can use their tails to hold and manipulate small items, but cannot use that item to make an attack.

SELKATH

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Selkaths begin the game with one free rank in Medicine or Negotiation. They still may not train Medicine or Negotiation above Rank 2 during character creation. They also start with one rank in the Surgeon talent.
- **Amphibious:** Selkaths may breathe underwater without penalty and never suffer movement penalties for traveling through water.

SHISTAVANEN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Shistavanens begin the game with one free rank in Vigilance. They still may not train Vigilance above Rank 2 during character creation.
- **Night Vision:** Shistavanens remove ■ imposed by concealment that is caused by darkness.
- **Uncanny Tracker:** Shistavanens always treat Survival as being a career skill.

SLUISSI

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	1

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 90
- **Special Abilities:** Sluissi begin the game with one free rank in Mechanics. They still may not train Mechanics above Rank 2 during character creation. They also start with one rank in either Gearhead or Solid Repairs.
- **Practiced Mechanic:** A Sluissi can choose spend a maneuver just prior to making a Mechanics roll, upgrading their dice pool by one.

SNIVVIAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 12 + Willpower
- Starting XP: 100
- **Special Abilities:** Snivvians begin the game with one free rank in Charm or Perception. They still may not train Charm or Perception above Rank 2 during character creation.
- **Cold Resistance:** When making skill checks, Snivvians may remove ■■ imposed due to cold environmental conditions.
- **Size:** Snivvians have a Silhouette of 0.

SQUIB

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	2	2	2

- Wound Threshold: 9 + Brawn
- Strain Threshold: 11 + Willpower
- Starting XP: 100
- **Special Abilities:** Squibs begin the game with one free rank in Negotiation. They still may not train Negotiation above Rank 2 during character creation.
- **Tech Savvy:** Squibs always treat Mechanics as being a career skill.
- **Size:** Squibs have a Silhouette of 0.

TALZ

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- Wound Threshold: 12 + Brawn
- Strain Threshold: 9 + Willpower
- Starting XP: 90
- **Special Abilities:** Talz begin the game with one free rank in Perception. They still may not train Perception above Rank 2 during character creation.
- **Claws:** When a Talz makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit rating of 3.
- **Insulated Fur:** When making skill checks, Talz remove ■ imposed due to arctic or cold environmental conditions.

THAKWAASH

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- Wound Threshold: 12 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Multiple Personalities:** At the start of their turn, a Thakwaash can choose to suffer 2 Strain to upgrade the dice pool once for a specific skill until the start of their next turn.

TOGORIAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- Wound Threshold: 14 + Brawn
- Strain Threshold: 8 + Willpower
- Starting XP: 90
- **Special Abilities:** Togorians begin the game with one free rank in Coercion. They still may not train Coercion above Rank 2 during character creation.
- **Claws:** When a Togorian makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3.

TOGRUTA

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 90
- **Special Abilities:** Togrutas begin the game with one free rank in either Stealth or Survival. They still may not train Stealth or Survival above Rank 2 during character creation.
- **Pack Hunter:** Togrutas deal an extra point of damage on attacks made against an opponent that they and at least one other ally are engaged with.
- **Spatial Awareness:** Togrutas may remove ■ imposed due to concealment.

UBESE

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 90
- **Special Abilities:** Ubese begin the game with one free rank in either Perception or Survival. They still may not train Perception or Survival above Rank 2 during character creation.
- **Special Equipment:** Ubese begin the game with a set of specialized set of armor (treat this as adverse environment gear) except that it allows the wearer to ignore ■ imposed by any environmental effect, and includes a built-in breath mask, a voice modulator, and one additional hard point.

UGNAUGHTS

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	3	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Ugnaughts begin the game with one free rank in Mechanics or Negotiation. They still may not train Mechanics or Negotiation above Rank 2 during character creation.
- **Exceptionally Hardy:** Ugnaughts add ❍ to Resilience checks.
- **Size:** Ugnaught have a Silhouette of 0.

VERPINE

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Verpine begin the game with one free rank in Mechanics. They still may not train Mechanics above Rank 2 during character creation.
- **Chitin Plating:** Verpine have a natural defense rating of 1.
- **Microscopic Sight:** Verpine add to Perception checks.

WEEQUAY

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- Wound Threshold: 12 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Weequay begin the game with one free rank in either Resilience or Survival. They still may not train Resilience or Survival above Rank 2 during character creation.
- **Communicative Pheromones:** Weequay can communicate non-verbally with other members of their species up to Medium Range.

WHIPHID

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- Wound Threshold: 12 + Brawn
- Strain Threshold: 8 + Willpower
- Starting XP: 90
- **Special Abilities:** Whiphids start with one rank in the Expert Tracker talent.
- **Claws:** When a Whiphid makes a Brawl check to deal damage to an opponent, their attack deals +1 point of damage and has a Crit Rating of 3.
- **Scent:** Whiphids may remove all ■ imposed due to concealment against a target that is within Short Range.
- **Insulated Fur:** When making skill checks, Whiphids remove ■ imposed due to cold environmental conditions.

ZABRAK

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Zabraks begin the game with one free rank in either Perception or Resilience. They still may not train Perception or Resilience above Rank 2 during character creation. They also start with a free rank in the Second Wind talent.

ZELTRON

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	1	3

- Wound Threshold: 10 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 90
- **Special Abilities:** Zeltrons begin the game with one free rank in Charm. They still may not train Charm above Rank 2 during character creation.
- **Empathy:** Add ■ to all incoming Charm or Deception rolls that target the Zeltron.
- **Pheromones:** Zeltrons add ◐ to all Charm, Deception, and Negotiation rolls.

ZYGERRIAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	2	3

- Wound Threshold: 11 + Brawn
- Strain Threshold: 10 + Willpower
- Starting XP: 100
- **Special Abilities:** Zygerrians begin the game with one free rank in Coercion. They still may not train Coercion above Rank 2 during character creation. They also start with on free rank in the Frenzied Attack talent.

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CHISS

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- Wound Threshold: 11 + Brawn
- Strain Threshold: 11 + Willpower
- Starting XP: 100
- **Special Abilities:** Chiss begin the game with one free rank in Leadership or Vigilance. They still may not train Leadership or Vigilance above Rank 2 during character creation.

TOYDARIAN

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- Wound Threshold: 8 + Brawn
- Strain Threshold: 12 + Willpower
- Starting XP: 90
- **Special Abilities:** Toydarians begin the game with one free rank in Deception or Negotiation. They still may not train Deception or Deception above Rank 2 during character creation. They also start with one rank in Wheel and Deal talent.
- **Flight:** Toydarians may ignore the effects of difficult terrain.
- **Force Resistance:** Attempts by a Force-user to alter the emotions or thoughts of a Toydarian have the difficulty increased by one.
- **Size:** Toydarians have a Silhouette of 0.